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Appln. No. 10/788,408  
Atty. Docket No. 003797.00764

**Proposed Amendments:**

Claim 1 (currently amended): A method for matching users over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game;  
receiving at least one response to at least one query about the first online game experience following completion of the first online game;  
determining a play style parameter of a requesting user based on the at least one response; and  
connecting the requesting user to ~~an~~ a second online game based at least in part on the determined play style parameter;  
wherein the connecting is based at least in part on a collaborative filtering method.

Claim 16 (currently amended): A computer-readable medium having computer-executable instructions for matching users over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game;  
receiving at least one response to at least one query about the first online game experience following completion of the first online game;  
determining a play style parameter of a requesting user based on the at least one response; and  
connecting the requesting user to ~~an~~ a second online game based at least in part on the determined play style parameter and on a collaborative filtering method.

Claim 18 (currently amended): A matchmaking system for matching users over a network in an online gaming environment, the matchmaking system comprising:

a matchmaking server configured to connect a ~~requesting user~~ to a first online game, to receive at least one response to at least one query about the first online game experience following completion of the first online game, to determine a play style parameter of a requesting user based on the at least one response, and to connect the requesting user to ~~an~~ a second online

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game based at least in part upon ~~a matching~~the determined play style parameter of the requesting user and on a collaborative filtering method; and

a database configured to store a profile of the requesting user, the profile including the ~~matching play style~~ parameter of the requesting user;

~~wherein the profile is configured to include a play style parameter of the requesting user.~~

Claim 26 (currently amended): A method for matching a first player with a second player over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game;

receiving at least one response to at least one query about the first online game experience following completion of the first online game;

storing the at least one response in a database;

receiving a request to initiate a matchmaking service for the first player;

receiving identification data of the first player;

retrieving a profile of the first player;

~~accessing a database maintaining data associated with a collaborative filtering method;~~

determining a play style parameter of the first player based on the at least one response;

applying a collaborative filtering method; and

connecting the first player and the second players to ~~an~~ a second online game based at least in part on the ~~collaborative filtering method~~ determined play style parameter.

Claim 39 (new): The method of claim 1, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.

Claim 40 (new): The method of claim 1, wherein the user is the requesting user.

Claim 41 (new): The method of claim 1, wherein the first online game is a multi-player game including the user and at least one other player and wherein the at least one query includes a question as to whether the user enjoyed playing the at least one other player in the first online game.

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Claim 42 (new): The method of claim 41, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.